

Bloomington Pumpkin Launch



Saturday November 7, 2015

Gates open 11am

Launching 12 noon-?

Monroe County Fairgrounds

5700 W. Airport Rd.

Bloomington, IN 47403

Launcher Team Information

Launcher Requirements:

1. Launcher must be mechanical (human powered) only. No fuel, compressed air, electricity, explosives, and/or other chemical components or any other fluids including but not limited to oil, water and hydraulic fluid allowed. The only exception to this is that teams are allowed to have a small powered winch on the machine to help cock the throwing arm.
2. A safety strap or other mechanism will be required to remain in place at all times on the throwing arm after the machine is cocked until released for firing. This is to insure that no premature launches occur.
3. Catapults must launch overhand and not sidearm.
4. Cannons are not allowed.

Pumpkin Requirements:

1. Each launcher team will need to bring at least 8 pumpkins. Extra pumpkins may be brought for practice launches and for a group launch at the end of the event.
2. All pumpkins must weigh 5 to 8 pounds and will be weighed at launcher check-in.
3. *Pumpkins may not be altered in any way except for painting them.*

Team Member Requirements:

1. Only 6 team members will be allowed in the launching area at a time. Youth groups, scout groups, and school classes/clubs will be allowed 10 team members in the launching area at a time. The team captain will be given a packet with team passes upon arrival.
2. Only the vehicle pulling/hauling the launcher will be allowed in the launching area.
3. The vehicle pulling/hauling the launcher will not be charged the event gate entry fee. All other vehicles associated with the team and its members will be required to pay the gate entry fee of \$10 per vehicle. These vehicles will be required to park in the spectator parking area.

Arrival Time:

- Launcher teams should arrive between 9:00am & 10:30am
 - Teams should enter the fairgrounds via Gate 3 on Airport Road
- Teams need to be set up and ready to launch by 11:45am

Parking:

- All team members must park in the designated parking area
- Only the vehicle pulling or hauling the team's launcher will be allowed into the launching area.
 - Once the launcher is unhooked or unloaded this vehicle will have to be moved to the designated parking area within the launching area.

The competitions:

Distance competition:

- There will be 4 rounds of competition.
- Each team will take 1 shot in each round.
- The team's longest shot will be their distance in the competition.

Accuracy competition:

- There will be 4 rounds of competition.
- Each team will take 1 shot in each round.
- The team will try to get each shot as close to the target as possible. Teams may shoot at any of the targets in the field.
- The team's closest shot will be the one used in the competition.

During each round of competition:

- Teams will take turns launching their pumpkins.
- When a team is called on to take their turn, they will be expected to launch their pumpkin shortly thereafter (within approx. 5-10 minutes).
- When the team is called on to launch, if they are unable to launch their pumpkin for any reason, the team will be skipped and given a chance to fix the problem.
 - If this happens, the team will be given another chance to take their shot in the competition when the problem is fixed or once all of the other competitors have taken their shots.
 - If this happens, and all other teams take their shots and the team is still unable to launch their pumpkin they will forfeit their turn for that round.
- If a pumpkin breaks apart when it is launched, only the biggest intact portion of the pumpkin will be used to determine distance or points.
 - If the entire pumpkin breaks apart into small pieces the team will get a distance of zero for that round.

A few things to remember:

- All pumpkins will be weighed during launcher check-in.
- All launchers will be inspected for safety by event staff.
- It is recommended that all participants wear helmets.
- Non-monetary awards will be given to the top 2 finishers in each category in the distance competition and to the teams with the 2 closest shots in the accuracy competition regardless of their team's category.
- There will be other activities going on at the event including children's activities, inflatables, a display of antique engines and tractors, and live music.
- There will be food available for purchase.
- While this is a competition, it should also be fun!

Questions? Contact Bill Ream, Event Coordinator at 812-349-3748 or reamw@bloomington.in.gov

If you need anything on the day of the event prior to your arrival at the event site please call Bill Ream at 812-325-3663.



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